

SHADOWS OVER PARAMAR

BrisVegas Comics, Fortitude Valley, Brisbane
3rd February 2019

Three warbands have come to Paramar to rest and rearm. As the skies light up revealing the treachery of the Alpha Legion, It is now time for you to decide how you will respond and where your ultimate loyalty lies.

Shadows of Paramar is set in the early war period just before the outbreak of open hostility between the forces of the Warmaster Horus and the loyalists of the Emperor. Players must quickly organise into three teams, appoint a leader and then set the objectives for their faction before the outbreak of open war.

This is a narrative game - It will focus on the story formed out of the game in play, how players choose their leaders and teams. Will they stay with comrades or shift allegiance to the Traitor or Loyalist forces?

Perhaps the most charismatic leaders will succeed where the dour fail.

The Paramar System lies at the outer northern edge of the Segmentum Solar, and Paramar was a vital staging post and supply terminus for Imperial Expeditionary Fleets, vital to the outward expansion of the Great Crusade. Paramar lies in almost direct conjunction between the Istvaan System and Terra. Before the blood spilled in such great effusion in the Dropsite Massacre of Istvaan V had even cooled, Horus' generals viewed Paramar V and the vast stockpiles of military supplies cached there with covetous eyes, and drew their plans against it.

Rules

Battles will take place on three maps

Map Korsk - *An open steppe map suited to high speed armoured attack and assault. This field holds one of the vast Promethium reserves of Paramar.*

Map Stalinvad - *A large urban map of street to street combat. The city of Stalinvad houses millions of industrial workers and the factories they toil in.*

Map Bvnker - *Concealed underneath a vast landing pad, this complex maintains massive caverns of ammunition and supplies ready to be loaded into waiting ships above by elevator.*

Army construction rules

Shadows of Paramar is a one day narrative event for 12 players.

Models in play **must** be fully painted to tabletop standard.

Players may construct a 2500pt. army with the following adjustments:

- + Armies may be chosen from the Legion Astartes, Solar Auxilia, Mechanicum, Militia and Warp cults, Blackshields, or Army of Dark compliance lists.
- + Legion Destroyer squads cost 125pts base and +15 per additional model.

As this is a narrative event there will be no Primarchs or special characters.

Please bring a printed copy of your army list for inspection and consider printing a second.

During the day there will be DMs present to adjudicate and give guidance on story events.

We hope that where there are games related questions you will refer your queries to the other players, your teammates and your war leader, and to use commonsense and fair play at all times.

Maps and faction colours

Each map is owned by a particular colour of warband

RED is the KORSK map

BLUE is the BVNKER map

YELLOW is the STANLINVAD map

Each faction must decide which players will play on each map. They must choose to be defenders or attackers. If a warband owns a map it must defend that map. Players from other warbands may choose to attack or defend, in effect allying with other warbands.

Mission objectives and setup

If a warband owns a map, it may always choose to go first on that map. Opposing players may then seize as usual.

Warband leaders will receive a number of coins to distribute amongst their followers. These coins represent victory points. They may be RED, BLUE or YELLOW.

Objectives on maps will use Victory coins as objective markers - ***Objective coins on MAPS can only be picked up by players of that coin colour warband.***

Objective coins may be collected by moving within 1" of the coin. It is collected by the player who may use it like any other victory coin during battle.

Victory point coins may be traded between players and factions as currency in return for favors.

One Coin may be earned per warlord kill during a battle.

At the end of play each player will return their coins to the warband leader who will then give the count to the organiser - this tally will represent their success.

Objective coins may be spent during play in the following ways

To gain a +1 bonus to a reserve roll

To gain a one use (one coin = one use) orbital strike using the same rules as the Bombardment power of a master of signal.

To add one die to a psychic pool that turn.

Timetable

3rd February

9am arrival	Choose teams, nominate leaders, clarify rules
10am	Game begins
1pm	Finish of first game and lunch
2pm	End of lunch and beginning of second game
5pm	End of second game
6pm	End of wrap up

Event address

Brisvegas Comics

295 St Pauls Terrace
Fortitude Valley 4006

Shop PH 0408 015 671

Organisers

Leedham Te Kani

Troy Baker

Organizer Mob: 0466 800 325

Thanks to Brisvegas Comics and all the malign influences of 30k.